ATARI COMPUTER ENTHUSIASTS NETWORK

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THE ATARI FEDERATION

A user group dedicated to Atari computers

VOL III, ISSUE X **5 October 1987**

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At the October meeting:

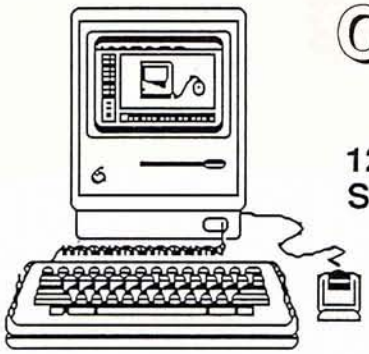
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+

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VOL 3 — ISSUE 10 THE ATARI FEDERATION
5 October 1987

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DENNIS BOTTS - 736-5091

ST LIBRARIAN
PHIL ROMINGER - 734-2296

EDITOR:
RALPH BOCOCK - 734-2044

MEETINGS:

Meetings are held on the first Monday of each month at 7 p.m. in the VAFB Federal Credit Union, Vandenberg Village, California.

MEMBERSHIP:

Membership in The Atari Federation is open to all persons interested in the Atari personal computer. Dues are $10.00 per calendar year ($15.00 per family) and are collected on the member's anniversary date. Membership includes a subscription to this newsletter and access to The Federation's library of public domain software.

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PRESIDENT'S COLUMN

By: Shirl A. Dellinger

Last month, (for those of you that weren't there) we held nominations for officers. This month as you should be aware, we will hold our elections for those office's. Can you guess what my next line is going to be? Yes, you guessed it - we need all of you at the October meeting for these elections. So if you have missed a few meetings or if you just want to take part in the election process, this is your chance!! Come to the October meeting and have a say in who runs your club!!

I'm going to take a few moments to remind you of some old business that needs to be taken care of, Out of Area Members! We have nine of these members and we're still in need of four sponsors. Do you have a few moments a month? Do you like to help other Atari users? Wouldn't you want a sponsor if you were out of the area? Well, if you can answer Yes to any of these questions, your the perfect person to be a sponsor to one of our other members. Please think about it and if you feel you would like to do more to help out your club and its members, why not contact me before or at the meeting and sign up to help out one of our long-distant members.

On to the ACENET all Atari Computer Fair. It wasn't bad, ut I have been to bigger, better, more to offer, and more rganized events!!!! They did have Atari Corp., the Midi, ST's & some 130XEs, some of the companies there were Best Electronics, Logical Choice, Consumer Electronic Store to name a few. I even got to meet and chat with Sandy Austin, with user group support, from Atari Corp., a very nice and very very busy lady. It was nice to meet the person I have talked about at the meetings, and who helped so much with our open house. For you 8-bit people we did see our version of The Pawn, (Charlie did the demo on the ST version last month), really nice and it even has the pull down windows of graphics just like the ST version. The one really great thing they did have there were two companies selling Public Domain disks. One of which, Brad Roltgen Enterprises, had disks for both 8 & 16 bit systems and the other, ST X-Press, only had for the ST. You will be happy to know that your club has purchased some of these disks to use as Disks of the Month for both systems. So you will be seeing some new programs in our DOM's which means new and better programs in both libraries. These PD disks that the club bought at the fair will be used ONLY as DISKS OF THE MONTH so if your in need of new and different programs for your libraries you'll want to purchase these disks. So all in all the fair was nice but the highlight to the entire trip was finding a new store that had Atari products! This store had cartridges for $2.00, orginal oftware on disk for $2.99 each with no doc, and software in he boxes starting at $1.00. They also had books, labels, paper, monitors, disk boxes, blank disks and much more. I know your saying, "come on - give us the address! I will, but first let me thank Charlie Rominger for the information she gave me about the store in the first place, with out here description we would have never found this place!! Okay here is the information and at the meeting you can see their flyers and hear more about the company.

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Now I don't want to take up the entire newsletter on this fair, come to the meeting to see some of the flyers and hear some of the other members feelings on this fair.

There is a new computer store in San Luis Obispo. This new store is Paradise Computer Center, run by Mr. Jim Erlick, manager of Paradise Computers. This second store will offer increased service, space for seminars & classes, and will have used and rental computers. If your interested in purchasing some "new to you" hardware, or software, I suggest you stop by this new store and take a look around. The address is 3485 Capitolio Drive. Please note that for awhile the store isn't open on weekends, (no Saturday or Sunday's) plus it doesn't open until 1:00pm, so you might want to call and check the hours for the day your going to be there rather than get there and find it isn't open! If you are up in San Luis, and its open, why not stop in and say HI from a member of the Federation!

That's about it for me this month and again I hope to see all of you at the October meeting so you can share in the election of your officers. Please don't count on your friends to do the voting for you, remember what they say: you may think someone can do the job, but I may not... Come and vote!! then while your there you can find out what your club purchased for your forthcoming Disks of the Month.

Note Come to the October meeting & watch future newsletters for something new and different coming to the Atari Federation meeting in December, and no I don't mean another Hacker's Challenge, although that's a thought! This will be fun for everyone 8-bit & ST alike, so mark your calendar for October 5th at 7:00 pm.

SECRETARIES REPORT

by: Chester Hadley

The September 14th general membership meeting was opened by Shirl Dellinger with a report on the ACENET Fair. Pre sale tickets were available at $3.00 each. Volunteer workers were told to coordinate with Bob Ribortone and the schedule of events was reviewed. Shirl displayed the flyers which were printed for distribution at the fair and throughout the community. Members were invited to take a handful to place at their places of work.

Other business included: Both Icon disks, Aug/Sep, Disks of the Month (DOM) for the 8-bit and CPM/Z-80 the DOM for the 16-bit were available. Correspondence was reviewed and four additional sponsors were requested. Chester Hadley will continue to make name buttons. Proceeds from the buttons will be used by Rainbow for Girls to support "Canine Companions". Paul Alhart discussed the Challenge and distributed a clue, the hangmans noose was for Paul.

Steve Ramm, President elect of the Santa Maria/Lompoc Atari Computer Enthusiasts, proposed a joint Raffle of a 520ST system. Following a discussion 16 members voted favorably on the venture. There were no votes against. The officers will resolve the details prior to final club commitment.

The members present voted to have a ballot nomination for the election of officers. Ballots were distributed then collected and tabulated during the break. The following were nominated:

President- Bob Ribortone.
Vice President- Mike Mustaine, Charlie Rominger, & Bruce Franke.
Secretary- Chester Hadley.
Treasurer- Herb Kanner, & Jim Murphy.
Newsletter Editor- Phil Rominger.
8-bit Librarian- Dennis Botts, Bruce Franke, Gary Williams, & Greg Koby.
ST Librarian- Charlie Rominger, Mike Mustaine, & Mike Sieben.

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Charlie Rominger demonstrated programs available in the ST library, and then showed us the graphics in Chess Master 2000, and the Pawn.

John McCammon won the Disk of the Month in the member drawing. Mike Clinton won the raffle and selected the Disk Box.

A_T_A_R_I

Answers-Tips-and-Relevant Information

by Paul Alhart

I really like my 1200XL, but at the same time I really hate having to use the TRANSLATOR to boot up certain software. What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same. In the beginning, Atari said, "If programmers use the PUBLISHED VECTORS into the Operating System (O/S), their programs will run on ANY 8-bit Atari Computer." (IF is such a big word.) To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the O/S. This was fine before the XL/XE machines came along with a different O/S. The published vectors are still the same as Atari promised, but they point to different locations in the O/S. The following list gives the published vector location and the vectors name followed by the ILLEGAL O/S entry points. If you find that a program Jumps to F3F6 to open the screen, (20 F6 F3) and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common ILLEGAL jump. The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.
Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy as back-up.

VECTOR		800	XL/XE	1200XL
200	VDSLST	E790	C0CE	C0E7
202	VPRCED	E78F	C0CD	C0E6
204	VINTER	E78F	C0CD	C0E6
206	VBREAK	E78F	C0CD	C0E6
208	VKEYBD	FFBE	FC19	FC0C
20A	VSERIN	EB0F	1A23	E929
20C	VSEROR	EA90	19E6	E88A
20E	VSEROC	EACF	EAEC	E8C9
210	VTIMR1	E78F	C0CD	C0E6
212	VTIMR2	E78F	C0CD	C0E6
214	VTIMR4	E78F	C0CD	C0E6
216	VIMIRQ	E706	C030	C054
222	VVBLKI	E7AE	C0E2	C019
224	VVBLKD	E905	C28A	C2A3
226	CDTMA1	EBEC	EC11	EA2E
E400	E:OPEN	F3FC	EF94	EEF8
E402	E:CLOSE	F634	F2D3	F17E
E404	E:GET	F63E	F24A	F18F
E406	E:PUT	F6A4	F2B0	F1F5
E408	E:STATUS	F634	F21E	F174
E40A	E:SPECIAL	F63D	F2C3	F17C
E40C	E:JUMP	F3E4		EECD
E410	S:OPEN	F3F6	EF8E	EEED
E412	S:CLOSE	F634	F2D3	F17E
E414	S:GET	F593	F180	F0D6
E416	S:PUT	F5B7	F1A4	F0FA
E418	S:STATUS	F634	F21E	F174
E41A	S:SPECIAL	FCFC	F9AF	F903
E41C	S:JUMP	F3E4	EF6F	EECD
E420	K:OPEN	F634	F21E	F174
E422	K:CLOSE	F634	F21E	F174
E424	K:GET	F6E2	F2FD	F242/F247
E426	K:PUT	F63D	F22D	F17D
E428	K:STATUS	F634	F21E	F174
E42A	K:SPECIAL	F63D	F22D	F17D
E42C	K:JUMP	F3E4	EF6F	EECD
E430	P:OPEN	EE9F	FEC2	EC63
E432	P:CLOSE	EEDC	FF07	ECA3
E434	P:GET	EE9E	FEC1	EC62
E436	P:PUT	EEA7	FECB	EC6C
E438	P:STATUS	EE81	FEA3	EC44
E43A	P:SPECIAL	EE9E	FEC1	EC62
E43C	P:JUMP	EE78	FE9A	EC3A
E440	C:OPEN	EF4C	FCE6	ED1A
E442	C:CLOSE	F02B	FDCF	EE03
E444	C:GET	EFD6	FD7A	EDAE
E446	C:PUT	F010	FDB4	EDE8
E448	C:STATUS	F028	FDCC	EE00
E44A	C:SPECIAL	EF4B	FCE5	ED19
E44C	C:JUMP	EF41	FCDC	ED0F
E450	DISKIV	EDEA	C6A3	C2A9
E453	DISKINV	EDF0	C6B3	C2B9
E456	CIOV	E4C4	E4DF	E4DF
E459	SIOV	E959	C933	F74E
E45C	SETVBV	E8ED	C272	C28B

E45F	SYSVBV	E7AE	C0E2	C019	
E462	XITVBX	E905	C28A	C2A3	
E465	SIOINV	E944	E95C	E739	
E468	SENDEV	EBF2	EC17	EA34	
E46B	INTINV	ECD5	C00C	C00C	
E46E	CIOINV	E4A6	E4C1	E4C1	
E471	BLKBDV	F223	$F223$	FCE1	$SLFTST$
E474	WARMSV	F11B	C290	C34B	
E477	COLDSV	F125	C2C8	C37B	
E47A	RBLOKV	EFE9	FD8D	EDC1	
E47D	CSOPIV	EF5D	FCF7	ED2B	
E480	PUPDIV		F223	FCE1	
E483	SLFTST		$$	5000	
E486	PENTV		EEBC	CAAE	
E489	PHUNLV		E915	CAEB	
E48C	PHINIV		E898	CA34	

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MAIL ORDER BLUES

by: Chester Hadley

After I had turned in the article last month I received more correspondence from B & C ComputerVision. This time it was a cute little card which said on the front "I am sorry". Inside Cathy Carso had written "I'm sorry for calling you a name. It wasn't very professional of me".

If any of you are interested in seeing all my correspondence with B & C, including the letter to our club president from Atari advising that my problem had been rectified, I will have them at the next few meetings then at home.

It is difficult to run a business without mistakes and sometimes next to impossible to be courteous and show respect. I can deal and live with mistakes but I feel a business should always be courteous and at least present a pretense of respect. Two companies which have demonstrated these traits were Computer Direct and Lyco Computer.

When I ordered Disks from Computer Direct they informed me that they did not come with sleeves, so I ordered sleeves. When I opened the package and discovered each disk was in a sleeve I called about returning the extras. They sounded surprised and pleased and without hesitation said to return the extra sleeves and they would credit my charge card. A few days later my receipt arrived and I discovered they had credited my card for the disks. I sent them a letter indicating they had made another mistake and they could correct it or make it a Christmas Present. Within the week they called and thanked me for catching their error and said they were sending a Drive Head Cleaning Kit to show their appreciation. The kit arrived shortly after.

My new printer was ordered as a packaged deal with a printer stand from Lyco Computer. The printer arrived without the stand. Thinking the stand was in a different package, I waited a few days before calling. When I called, the people sounded pleasant and the only question asked was for the invoice number. They sent the stand immediately without even a hint toward my honesty or integrity.

If any of you have had experiences with Mail Order, we would like you to share them in the club. Give me or the Newsletter Editor a written article. Or give me the details and I will submit the article for you.

DBASIC: The Answer to your Basic Blues?

By: Mike Mustaine

As you all know, recently the Atari Federation received DBASIC, the new basic from DTACK Grounded, Inc. After having played with it for a little while, I am now ready to tell you want I think of it. Please note: This is not intended to be a full-fledged review of DBASIC, as that would take up too much space. I only want to tell you what I see as its good and bad points.

First off, it's fast. Very fast. EXTREMELY fast! Included on the demonstration disk are several benchmarks, most of which DBASIC wins, of course. However, because it is so fast, the competition in the benchmarks consists of such products as the LDW Basic Compiler, and Megamax C. Although this is an interpreted Basic, it features what is called an "incremental compiler". Instead of working like most Basics, and converting each program line into machine code as it is encountered during program execution, an incremental compiler converts the program lines into assembler as soon as they are typed in, allowing the program to run all machine code at once, just like in a compiler. There is no separate run-time package available, but DTACK states in their manual that thr have provided enough free, legal labels to ensure everyone

can get a copy of this program, thus eliminating any need for a run-time package. DTACK, in order to make money, will charge $42.95 for their documentation.

The documentation is clear and precise, giving not only a lengthy explanation of DBasic as a whole, but providing enough examples both on the disk and in the manual to let anyone with some familiarity with Basic program to their heart's content.

What's the problem then? Why isn't everyone dropping GFA Basic (for $150.00) to get their hands on this baby for 1/3 the price? The main problem, ironically, is it's advantage: Speed. It seems that in order to gain some speed, DBasic used memory located in the low part of the ST for system stuff. Unfortunately, that is also where TOS wants to do its system stuff. The main programmer at DTACK Grounded decided that speed was of the essence, and GEM was not. Therefore there is NO GEM support in DBasic. Nor can there be any, as when DBasic loads, the first thing it does is remove TOS and GEM and load it's own operating system in. This leaves more room for programs (384K), but does little to brighten the screen.

This in itself would not necessarily be too bad, except for a few other things. The DTack folks decided, as long as they were speeding everything up, to go ahead and speed up the disk access, as well. I have no complaints about that, as I do not use the built-in format function, which is slightly faster than C-64 (almost). But DBasic disks are in no way compatible with anything else out there. If you have a program that is ridiculous in ST Basic, and you just wanted to load it into DBasic, change the lines it wouldn't accept and run it, forget it. If it ain't on a DBasic disk, you can't get it. Well, almost, but I don't want to go through the hassles that they describe in the manual. According to DTACK, one of the programmers there spent SIX HOURS (and went through $40.00 in books) just to transfer a DEGAS picture into DBasic format. No picture is worth that.

Supported commands are pretty much complete, with a couple of exceptions. You can't read the joystick or mouse ports. I

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don't know why not, they don't require GEM, and they would be nice since it now seems possible to have quality Basic arcade games. There is also no way to access the RS-232 or the MIDI ports. I don't mind the MIDI all so much, but if I can't write a terminal program to pass around all of this (upcoming) great DBasic P.D. material, what good is it? I guess that DTACK expects us to go all over the country, passing out our latest P.D. creations to anyone who can use a 3 1/2 inch drive.

If you are a hermit, who doesn't socialize and wants to do everything himself, DBasic may be the thing for you. It's fast, accurate, and pretty cheap. However, for the rest of us who want to pass out programs, and put lots of bells and whistles in them because they make a good program better, we'll have to move on. As for myself, after spending a while working with DBasic, I conclude that it is a fair bargain for $42.95, but I am still looking for a Basic in which I can write my ultimate Star Trek game in.

‡‡ Editors Note ‡‡
The disk & manual for DBasic is $10.00 to Federation Members and $15.00 to non-members. Plus DTACK has just released a fix for the problem with working with the modem, so exchanging programs isn't as hard as Mike stated in this article. That also doesn't say that this fix makes the program more or less compatible with other programs, it just says the modem problem was fixed.

DEMO

by: Shirl Dellinger

The demo's this month will be something old and something new!! This month will bring us "Andy the Personality Robot". This robot is made by Axlon Inc., and is really something else! Its not only fun to use but it has a purpose as well - it helps with teaching children about computers. This should be a fun & different demo, if I can get it away from my son!

Next we have a chance to see one of the newest printers made by Atari Corp.. Greg has offered to demo his new XMM801 Printer. I don't know much about this printer but if your looking for something new and different in a demo - this is the meeting to attend.

The following people are to bring in software/hardware:

Complete 8-bit System - Greg Koby

XMM801 Printer - Greg Koby

Andy the Robot - Shirl Dellinger

Monitor - Shirl Dellinger

"Please don't forget these items!!"

DUES DUE!?

by: M.A.C.E.

IF you haven't reNEWed your Atari Federation membership yet, STOP POKEing around. PEEK in your wallet or checkbook for $10.00, and RESTORE our faith in you by mailing your dues into the P.O. Box address, or by paying at the NEXT General Meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE

(Reprinted from the M.A.C.E. Journal 01/87 & edited to fit our needs. SAD)

ANOTHER FREEBEE

by: Herb Kanner

The latest Atari DOS is version 2.5, which works in all Atari compatible disk drives. If you have an original DOS 3.0, which some of you may have received with your 1050 drive, others may have purchased it separatly, you may find its not the very best DOS on the market. Atari Corp. has made available to all of us the ability to return the original DOS 3.0 and get DOS 2.5 free of charge. Do this by sending your original DOS 3.0 disk, along with a letter requesting DOS 2.5 to:

Atari Customer Relations
Att:DOS 3 Upgrade
P.O. Box 61657
Sunnyvale, Ca 94088

You will receive DOS 2.5 and a mini-manual explaining its use. DO NOT send your DOS 3.0 manual.

8-BIT LIBRARY NEWS!

By: Dennis Botts

The disk of the month, (DOM), has something new and different to offer all the members. On side A we have a Movie Player with 6 Movies. These movies are really cute and the graphics aren't bad either. You can create your own movies with some of the great programs on the market, like Movie Maker and this PD program lets you share your creations with your friends that don't have that program. On side B we have put together some of the best basic programs we could find that do some things you most likely haven't seen before. So read on to find out what this great disk has and just why you should come to the meeting to be one of the first in the club to get this great disk.

Side A - Movie Player with 6 movies

Side B - TYPETALK.TLK - Talking Typewriter

DOORPRIZ.TLK - Talking door prize program

DOORPRIZ.BAS - Raffle program

MATH .TLK - Educational talking Math Ataack

SHIRT1 - T-Shirt Construction set

SHIRT2 - Same as above - different listing

PICTRUN - Program to show pictures

PICT .FIL - Picture for PICTRUN

PICT1 .FIL - different pic for above

PICT2 .FIL - Different pic for above

LOTTO - Lotto number program

ST-DISK OF THE MONTH
by Phil Rominger

This month the D.O.M. is focusing on games, games and more games. To start off we have a little game called STONEAGE.DLX, and for all of you that played and loved Super Bolder Dash this game is right up your alley. The graphics and play are outstanding in this game, and there are several different screens and difficulties to choose from. If by some chance you don't like the screens that come with this game, never fear. There is a utility that you can use to create your own. Stone age is so good that it could have (with very little work) been sold as a commercial product.

KILLER2 is one of our old favorites Space Invaders. The graphics and colors are very good, but the play is a little choppy. Even with this little draw back it is still a very good version of the original and I'm sure that this problem will be fixed in later versions.

I tend to forget that a lot of our ST users only have monochrome monitors, but this month I am adding a selection just for them. MONOPOOL is as the name suggests, a pool game for use on mono monitors only. I can't tell you much more than that, and I hope that it is as good as the other games on this months disk. Many of you have seen and have programs that were compiled using GFA Basic. I am always amazed at the speed that these programs work, and I hope to one day be able to purchase this program for myself. This month I have added a very good two-player game called CONNECT4. This game is GFA compiled and plays very, very well.

The last entry for this months D.O.M. is a two-player strategy game called TWIXT. I don't have a lot of information on this game, but I do know that you can play it over the modem with a friend and it is very well documented.

There was only one program on this D.O.M. that wasn't a game. It is called START6EM.PRG and is used to start any GEM program on boot up. When you initially run this program it gives you instruction on how it can be used.

Well, that completes this months D.O.M. and I hope you all enjoy it. There are a lot of good programs included, and they should give you many hours of enjoyment. Next months edition will be a mixed bag of programs including one called SUPERDOS for all of you out there that are not quite use to GEM yet or just like the old 8-bit DOS structure better.

A REVIEW OF INFILTRATOR

by: Shirl Dellinger

INFILTRATOR
Retail $29.95
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Have you tried flight simulators before? Have you found them to be too hard to understand or not much fun to play? Well, have I got a program for you - INFILTRATOR! This isn't just another flight simulation, this is a helicopter flight simulation and an animated graphic adventure all rolled into one great program. Like most simulations you do use both the keyboard and a joystick.

In this program you are Johnny McGibbit, ace copter pilot, ballistics expert, engineer, neurosurgeon, politician, movie actor, rock star, world class motorcyclist, explorer, karate expert, and devil-may-care all around nice guy! You start Infiltrator where you start any spy mission, you must first find out what your mission is and in this case your first mission is to fly to the enemy camp, take pictures of important documents, and fly back home. Sound easy - HA! Once you have your orders you get on board your helicopter you get ready for take off. You do this by starting it with some simple key strokes. Once the chopper is in the air, your mission really begins. This is the hardest part as far as I am concerned. You must not only fly the chopper, keep it on course, watch for other aircraft, (some are friendly, & some aren't), fire heat seeking missiles, rockets, and flares, talk on the radio, watch your fuel, air speed, and altitude. Now if you can do all of this, you can land your chopper at the landing sight, which is identified by the ADF, or Automatic Direction Finder gauge spinning like mad.

To land the helicopter is an experience in itself, your speed has to be just right as does your rate of desent. You must be level and you must kick in wisper mode so the guards at the camp don't hear you landing. Once you have the chopper on the ground its suggested you get a friend to come watch you and map out the outside of the camp and all the rooms in the buildings. If you don't do this I doubt you'll have enough time to finish the mission.

On the ground you find yourself in a wooded area standing outside the helicopter. You move your man with the joystick to the camp and begin searching rooms in buildings for the important documents you need. Sound simple - Wrong! There are guards inside and out that will ask to see your papers, and they are not always in order. If in order you are sent on your way, if not they will tell you and you have a few seconds to spray them with sleeping gas. If you don't spray them fast enough or if a guard talks to you and you don't stop they will set off the alarm. Once the alarm is set off you have three choices, first you can gas everyone you see until you run out of gas or until they catch you. Or better yet you keep searching for the key that will shut off the alarm. Or you can change uniforms and become a janitor and till look for the key to shut off the alarm. While searching you will find a lot of different things, some you can use some are useless like, extra gas granades, cigs., security key, pass card, vodka, a dismembered body and so on. Finding out which of these items you need and what you do with each one is something else.

In the camp there are numerous buildings and in those buildings you will find all you need to get into the locked rooms to take your pictures. Which we, found to be a real challenge in itself! You do have about 20 minutes of real time to find all you need, take the pictures and get back to the helicopter. If you fail the first time, no big deal as you have five chances to do the ground mission. But with each lost man you start over at the helicopter in the wooded area, having lost everything you had found, that's the reason to map out the compound. You are carrying with you sleeping gas, papers, mine detector, gas grenades, camera, and an explosive charge. Once you have taken your pictures you must get back to the helicopter, and fly it back home.

Once home they give you a hero's welcome with a band and everything, but I believe that's only so you will take the next mission - yes you read right there are three different missions on the disk and if you find the first real easy, well the next two will keep you busy for a long time as each ground mission gets harder, and how do I know this - I'm still stuck in the second mission and may be there for the rest of my life.

I have now told you the basis of this program and in my mind its one of the best on the market as far as fun to play, great graphics, fast paced, and real challenging! I have always had trouble with simulators as I find them to be a little dry, and no fun to finish but not this program, it has all I need and want in a simulation and an adventure.

Those of you reading this article that live in the area can purchase this program from COMPUTER CONNECTION, in Santa Maria. For those of you living out of this area I suggest you check your local Atari store or write to Mindscape at the address above.

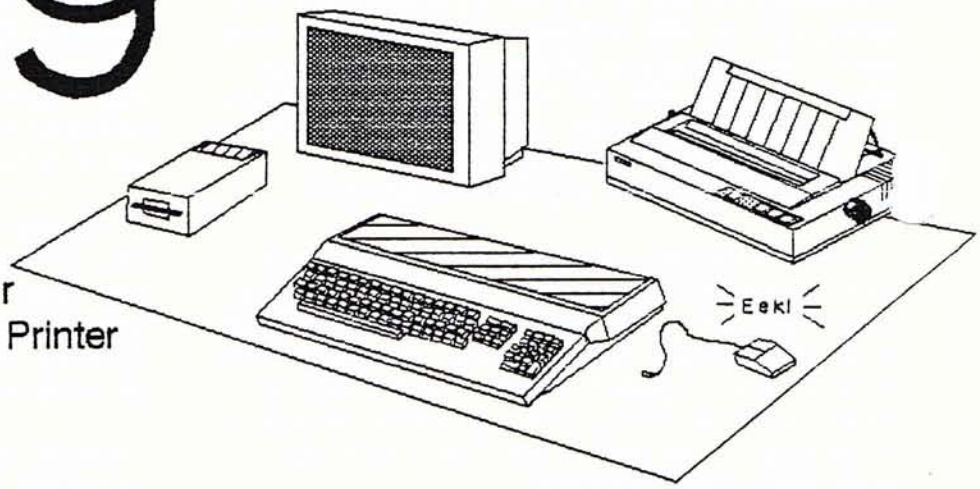
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